(71)

SEARCH REQUEST FORM

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Requester's Full Name: _WESNER SAJOUS_   Examiner # : _74749_ Date: _4/17/03_
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Please provide a detailed statement of the search topic, and describe as specifically as possible the subject matter to be searched. Include the elected species or structures, keywords, synonyms, acronyms, and registry numbers, and combine with the concept or utility of the invention. Define any terms that may have a special meaning. Give examples or relevant citations, authors, etc, if known. Please attach a copy of the cover sheet, pertinent claims, and abstract.

Title of Invention: _Discontinuity edge overdraw_

Inventors (please provide full names): _Hugues Hoppe; John Michael Snyder;_
Pedro Vieira Sander; Steven J. Gortler

Earliest Priority Filing Date: _7/5/2001. 5-8-2001_

For Sequence Searches Only Please include all pertinent information (parent, child, divisional, or issued patent numbers) along with the appropriate serial number.

Reduction of ant aliasing artifacts along discontinuity edges in a rendered polygon mesh by overdrawing the edges as antialiased lines.

Invention
Determining or identifying discontinuity edges of a polygon mesh; and
Overdrawing the discontinuity edges as antialiased images.

Keywords: sharp edges
Silhouette edges
discontinuity edge

& Finding silhouette edges in a rendered polygon mesh during runtime using a data structure and omitting concave silhouette edges from the data structure.

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1 Silhouette clipping   100%

Pedro V. Sander , Xianfeng Gu , Steven J. Gortler ; Hugues Hoppe , John Snyder
**Proceedings of the 27th annual conference on Computer graphics and
interactive techniques** July 2000

> Approximating detailed with coarse, texture-mapped meshes results in polygonal
> silhouettes. To eliminate this artifact, we introduce silhouette clipping, a framework
> for efficiently clipping the rendering of coarse geometry to the exact silhouette of the
> original model. The coarse mesh is obtained using progressive hulls, a novel
> representation with the nesting property required for proper clipping. We describe an
> improved technique for constructing texture and normal maps over this coarse ...

2 Session 11B: distributed problem solving: A scalable, distributed   98%
algorithm for efficient task allocation

Pedro V. Sander , Denis Peleshchuk , Barbara J. Grosz
**Proceedings of the first international joint conference on Autonomous agents
and multiagent systems: part 3** July 2002

> We present a distributed algorithm for task allocation in multi-agent systems for
> settings in which agents and tasks are geographically dispersed in two-dimensional
> space. We describe a method that enables agents to determine individually how to
> move so that they are, as a group, efficiently assigned to tasks. The method
> comprises two algorithms and is especially useful in environments with very large
> numbers of agent and task nodes. One algorithm adapts computational geometry
> techniques to dete ...

3 Texture mapping progressive meshes   94%

Pedro V. Sander , John Snyder , Steven J. Gortler , Hugues Hoppe
**Proceedings of the 28th annual conference on Computer·graphics and
interactive techniques** August 2001

> Given an arbitrary mesh, we present a method to construct a progressive mesh (PM)
> such that all meshes in the PM sequence share a common texture parametrization.

Our method considers two important goals simultaneously. It minimizes texture stretch (small texture distances mapped onto large surface distances) to balance sampling rates over all locations and directions on the surface. It also minimizes texture deviation ("slippage" error based on parametric correspondence) to obtain ...

4 Discontinuity edge overdraw   77%
Pedro V. Sander , Hugues Hoppe , John Snyder , Steven J. Gortler
Proceedings of the 2001 symposium on Interactive 3D graphics March 2001

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